

Hamming numbers (almost)

An ad-hoc and monolithic method
for ensuring that
corecursive definitions
are productive

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AIM 9, 2008-11-27

An ordered stream of all products of 2 and 3:

```
hamming = 1 : merge (map (2 *) hamming)
                (map (3 *) hamming)
```

- ▶ Productive?
- ▶ How can we get Agda to believe that it is?

One method

1. Define problem-specific language.
2. Implement provably productive interpreter.

The implementation can take advantage of the host language's productivity checker.

... because it is awkward to use in practice.

However:

- ▶ Interesting to see what can be done without adding new features.
- ▶ Flexible.

Disclaimer:
Hopefully this
method will soon
become obsolete.

How does it
work?

Back to the example

codata $Stream (A : Set) : Set$ **where**
 $\prec : A \rightarrow Stream A \rightarrow Stream A$

Hamming numbers again

$hamming : Stream \mathbb{N}$
 $hamming \sim 1 \prec merge (map (_*_ 2) hamming)$
 $(map (_*_ 3) hamming)$

- ▶ Not guarded by constructors.
- ▶ But what if *merge* and *map* were constructors?

Ad-hoc programming language

mutual
codata $WHNF : Set \rightarrow Set1$ **where**
 $\prec : forall \{A\} \rightarrow A \rightarrow Prog (Stream A) \rightarrow WHNF (Stream A)$
data $Prog : Set \rightarrow Set1$ **where**
 $\downarrow : forall \{A\} \rightarrow WHNF A \rightarrow Prog A$
 $map : forall \{A B\} \rightarrow (A \rightarrow B) \rightarrow Prog (Stream A) \rightarrow Prog (Stream B)$
 $merge : Prog (Stream \mathbb{N}) \rightarrow Prog (Stream \mathbb{N}) \rightarrow Prog (Stream \mathbb{N})$

Guarded definition

$hamming : Prog (Stream \mathbb{N})$
 $hamming \sim \downarrow 1 \prec merge (map (_*_ 2) hamming)$
 $(map (_*_ 3) hamming)$

- ▶ Guarded by constructors.
- ▶ \prec is a coconstructor.
- ▶ Note: Corecursive definition of inductive value.

Interpreter

1. One-step evaluator:

$whnf : forall \{A\} \rightarrow Prog A \rightarrow WHNF A$

Recursive: WHNF always reached in finite time.

2. Full evaluation:

$value : forall \{A\} \rightarrow WHNF A \rightarrow A$
 $value (x \prec prog) \sim x \prec value (whnf prog)$
 $\llbracket _ \rrbracket : forall \{A\} \rightarrow Prog A \rightarrow A$
 $\llbracket prog \rrbracket = value (whnf prog)$

Uses guarded corecursion.

One-step evaluator

Structurally recursive:

$whnf : forall \{A\} \rightarrow Prog A \rightarrow WHNF A$
 $whnf (\downarrow w) = w$
 $whnf (map f xs) \text{ with } whnf xs$
 $\dots \mid x \prec xs' = f x \prec map f xs'$
 $whnf (merge xs ys) \text{ with } whnf xs \mid whnf ys$
 $\dots \mid x \prec xs' \mid y \prec ys' \text{ with } cmp x y$
 $\dots \mid lt = x \prec merge xs' ys$
 $\dots \mid eq = x \prec merge xs' ys'$
 $\dots \mid gt = y \prec merge xs ys'$

Wrapping up

```
ham : Stream ℕ
ham = [[ hamming ]]
```

Perhaps one should also prove that *ham* satisfies its intended defining equation.

What happens with unproductive code?

Productivity \Rightarrow termination

Productivity problems are sometimes turned into termination problems:

```
map₂ : forall {A B} → (A → B) →
      Prog (Stream A) → Prog (Stream B)
map₂ f (x <- x' <- xs'') ~ f x <- f x' <- map₂ f xs''
```

```
hamming : Stream ℕ
hamming ~ 1 <- merge (map₂ (*_ 2) hamming)
                  (map₂ (*_ 3) hamming)
```

Productivity \Rightarrow termination

Productivity problems are sometimes turned into termination problems:

```
data Prog : Set → Set1 where
  map₂ : forall {A B} → (A → B) →
        Prog (Stream A) → Prog (Stream B)
```

```
whnf (map₂ f xs) with whnf xs
... | x <- xs' with whnf xs'
... | x' <- xs'' = f x <- (↓ f x' <- map₂ f xs'')
```

How far can this be taken?

Flexibility

It is possible to handle `map₂`:

```
mutual
data WHNF₂ : Set → Set1 where
  ⟨->-⟩<- : forall {A} →
          A → A → Prog₂ (Stream A) →
          WHNF₂ (Stream A)
```

Flexibility

It is possible to handle `map2`:

```

data Prog2 : Set → Set1 where
  ↓_    : forall {A} →
          WHNF2 A → Prog2 A
  map2 : forall {A B} →
          (A → B) →
          Prog2 (Stream A) → Prog2 (Stream B)

```

Flexibility

It is possible to handle `map2`:

```

whnf2 : forall {A} → Prog2 A → WHNF2 A
whnf2 (↓ w) = w
whnf2 (map2 f xs) with whnf2 xs
... | ⟨ x , x' ⟩ ↪ xs'' = ⟨ f x , f x' ⟩ ↪ map2 f xs''

```

Flexibility

- ▶ Can be generalised from 2 to larger depths.
- ▶ Functions like *tail* can be handled.
(But a coercion constructor may be necessary.)
- ▶ Can handle other types as well.
 - ▶ Breadth-first labelling of potentially infinite trees.

Equality proofs also possible

Unique fixed-points \Rightarrow guarded coinduction:

```

iterate-fusion h f1 f2 hyp x ~
  map h (iterate f1 x)
  ≡⟨ ≡-refl ⟩
  ↓ h x ↪ map h (iterate f1 (f1 x))
  ≈⟨ ↓ ≡-refl ↪ iterate-fusion h f1 f2 hyp (f1 x) ⟩
  ↓ h x ↪ iterate f2 (h (f1 x))
  ≡⟨ ≡-cong (\y → [ ↓ h x ↪ iterate f2 y ])
          (hyp x) ⟩
  ↓ h x ↪ iterate f2 (f2 (h x))
  ≡⟨ ≡-refl ⟩
  iterate f2 (h x)
  □

```

Drawbacks

What about the drawbacks?

- ▶ Ad-hoc.
- ▶ Monolithic.
- ▶ Awkward.
- ▶ Limited support for higher-order functions:
(`Prog A → Prog B`) \rightarrow ... is negative.
- ▶ Inefficient: sharing lost.

$\rightarrow_{-} : \mathbf{forall} \{A B\} \rightarrow$
 $WHNF A \rightarrow WHNF B \rightarrow WHNF (A \times B)$

$\mathbf{fst} : \mathbf{forall} \{A B\} \rightarrow Prog (A \times B) \rightarrow Prog A$

$whnf (\mathbf{fst} prog) \mathbf{with} whnf prog$
 $\dots \mid (x,y) = x$

- ▶ Can perhaps be worked around by implementing a call-by-need interpreter...

- ▶ Fun to play around with...
- ▶ ... but for real work we need something more convenient.
- ▶ What? (Andreas Abel might add to the discussion tomorrow.)